

LOADING THE TAPE

MONSTER MAZE LOADS IN MACHINE CODE. START BY PRESSING THE BREAK BUTTON AND, WHEN THE "D/C/W/M" APPEARS, PRESS THE "M". THAT GETS YOU INTO THE MONITOR MODE. YOU SHOULD HAVE TWO GROUPS OF DIGITS IN THE UPPER LEFT CORNER OF THE SCREEN - ONE GROUP OF 4 AND ONE GROUP OF TWO.

THE 4 DIGIT GROUP SHOWS THE ADDRESS THE MONITOR IS LOOKING AT WHILE THE TWO DIGIT GROUP SHOWS WHAT DATA IS THERE.

START THE TAPE AND PRESS "L" (LOAD). WHEN THE TAPE IS PAST THE LEADER, THE ADDRESS "A1BE" SHOULD APPEAR IN THE LEFT CORNER AND SHOULD IMMEDIATELY BEGINNING INCREMENTING AS DATA IS ENTERED. DATA SHOULD ENTER SMOOTHLY AND WITH NO TIMING LURCHES INTO THE RIGHT TWO DIGITS, INCREMENTING THE ADDRESS WITH EACH ENTRY. WHEN THE ADDRESS GETS TO ABOUT 0AB0, IT SHOULD JUMP TO 0A24. YOU SHOULD SEE "0A24 20" ON THE SCREEN.

THE SYSTEM SHOULD THEN BEGIN LOADING LINES OF DATA. THE LINES ARE ABOUT 60 CHARACTERS LONG AND ARE IN CHECKSUM FORMAT. YOU CAN READ IT LIKE THIS -

1BAAAAXXXXXX...XXXXB8

THE 1B IS THE NUMBER OF BYTES (IN HEX) IN THE LINE. THE NEXT FOUR DIGITS (AAAA) ARE THE ADDRESS THE BYTES ARE TO BE LOADED AT. THE "XXXX" IS THE DATA BYTES AND THE LAST TWO CHARACTERS ARE THE CHECKSUM - THAT IS WHAT THE COMPUTER ADDS UP TO MAKE SURE ALL THE BYTES ARE RIGHT.

IN CASE OF ERROR, THE SYSTEM WILL STOP. IF YOU ARE UP TO THE CHECKSUM LOADER, YOU CAN RESTART THE LOADER. BEGIN BY REWINDING YOUR TAPE BACK PAST THE ERROR A LITTLE. THE GO TO 0A24 (PRESS BREAK, "M", ". "0E24") START THE TAPE RUNNING AND PRESS "G" FOR GO.

PLAYING THE GAME IS SIMPLER THAN LOADING IT.

THE CONTROLS

(ESC) >UP
(CTRL) >DOWN
(R.SHFT) >RIGHT
("/") >LEFT
(")" >RESTART

THE OBJECT IS SIMPLE - EAT ALL OF THE CRUNCHY ". "S AND DIAMOND SHAPED LUNCHES BEFORE THE MONSTERS EAT YOU. YOU CAN EVEN EAT A MONSTER - IF YOU CATCH HIM WHEN HE ISN'T LOOKING. HE ISN'T LOOKING WHEN HE IS SHAPED LIKE A CASTLE.

For those of you that are used to playing PACKMAN or just having anxiety attacks when an aggressive player attacks your keyboard, the following is a simple Mod that will give anyone, who has the Aardvark Joystick Mod implemented, the capability of playing Monster Maze on their Joysticks.

- 1) Load Monster Maze normally until LOAD is complete and game starts.
- 2) Press BREAK
- 3) Press M
- 4) Press .13EC/BE
- 5) Press .13F8/EE
- 6) Press 1410/DE
- 7) Press .0DD2/G

Thats all. Game should be running again and now respond to the Joystick.